

For 2nd Quarter 2005

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC** programs feature an on-air icon indicating each program is "educational and informational" for children. This icon is displayed throughout each broadcast, pursuant to new FCC requirements that became effective in February 2005. Also, in compliance with the 1997 regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC**, must be placed in your public file.

Each of the programs listed below, which make up NBC's Children's Programming block, is specifically designed to serve the "educational and informational" needs of children, aged 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are two returning non-fiction nature programs for this quarter. "**Croc Files**" informs the audience about different animals living in the wild and in captivity. The show features husband and wife, Steve and Terri Irwin, examining and explaining the habits and habitats of animals. Steve usually takes dares and entices danger by provoking and playing with the animals. The second show, "**Jeff Corwin Unleashed**," follows the naturalist and ecologist, Jeff Corwin, all over the world as he explains how ecological balance is essential to sustaining species and our entire planet. There are six new episodes of the returning show airing during this quarter.

Also returning for this quarter is a live-action fiction program, "**Scout's Safari**." The show follows the development and adjustment of Scout Lauer, a 14-year-old girl who moves from a New York City apartment to a South African game reserve. She has a lot to learn about relationships and her place in the world. However, Scout also develops her knowledge about different cultures, living in a naturalistic setting and caring for plant and animal life.

The two reality-type programs, "**Endurance**" and "**Trading Spaces**," demonstrate how skill and teamwork combine to accomplish a goal. In these shows, the real-life example is instructional. "**Endurance**" follows several teams over 13 weeks of competition, culminating in success for the team that has mastered both strategy and skill to endure the longest. "**Trading Spaces**" follows two teams of boys and girls as they redesign and decorate their friends' rooms to reflect their interests and hobbies. They learn construction planning, carpentry, and design principles as they concoct the bedroom of their friends' dreams.

"**Darcy's Wild Life**" is a live-action fiction program, which embeds factual information within the context of a narrative story. It follows the development of 15-year-old Darcy Fields whose mother, a famous movie actress, decides to move them from Malibu to rural Idaho to raise Darcy in a "normal" environment. What her mother considers normal is a culture shock for Darcy as she is forced to give up the posh life of a star to live on a farm. Darcy learns how to survive and thrive in a rural, "no frills" environment. She develops new relationships, learns to care for a variety of animals, and even gets a part-time job as she adjusts to her new life at the farm.

All shows were developed specifically with children aged 9-14 in mind. Each program was supported by a team, composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.

For 3rd Quarter 2005

There are two new shows for the 3rd quarter. Based on Jon Scieszka's book series, "**Time Warp Trio**" is an animated show about the adventures of three young boys, Sam, Fred and Joe, who are transported back and forth in time through a magic book presented to Joe by his magician uncle. With each adventure, the trio is given a chance to learn important details about the history of people, places and events through time. The second show, "**29 Down**," is a live-action fiction show about a group of ten young boys and girls and a camp counselor who learn invaluable life lessons about themselves and each other when their plane, 29 DWN, crash lands on a remote island in the South Pacific leaving them with only each other as company.

In addition to the new shows, "**Tutenstein**" will be brought back in the 3rd quarter. "**Tutenstein**" revolves around an ancient ten-year-old boy king, Tut-Ankh-en-Set-Amun, who was mummified 3000 years ago and resurrected when his tomb was relocated to an American museum. In each episode, Tut believes he is still the Pharaoh and ruler of the world, and he learns about getting along with others and controlling his egocentric impulses.

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team, composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.

2nd Quarter:

CROC FILES takes the audience on worldwide travels with naturalist, adventurer and storyteller Steve Irwin of the Australia Zoo. In humorous and adventuresome episodes, Steve, with his wife Terri and a small crew, travel to different locales to film a wide variety of animal species. The objectives of this show are to:

- ? Expose the audience to the habitat, behavior patterns and, in most cases, the dangers of most types of non-domesticated animals.
- ? Demonstrate to the audience how to be safe around wild animals, particularly dangerous predators and poisonous snakes.
- ? Inform the audience about the life cycle, eating habits and social behavior of different animals.
- ? Inform the audience about conservation issues and the relationship and importance of different animals to specific ecosystems.

JEFF CORWIN UNLEASHED has one overarching goal: to show the audience the importance of ecological balance and wildlife conservation. Every episode features the naturalist and environmentalist, Jeff Corwin, on his worldwide travels. Jeff is a "no frills" traveler, interested in documenting and sharing with the audience an abundance of information about animal habitats, zoology, species evolution and ecosystems. In each episode, the viewers will see Jeff go deep into forests, swamps, deserts, mountains, and rivers to find unusual and rare animals from different countries. He always goes right to the original habitat, pointing out historical facts along the way, so the audience not only understands where the animals live, but why and how the animals exist in their particular ecosystem.

SCOUT'S SAFARI follows the development of 14-year-old Scout Lauer, whose divorced parents have to quickly move Scout from her father's home in New York City to her mother's home on a game reserve in South Africa. The overarching goal of the series is for our main character, Scout, to model a learning process for the audience that charts her socio-emotional growth as she adjusts to a completely new life in South Africa. By the end of each episode, Scout will have moved from one level of knowledge to a higher level of knowledge or insight. Specific objectives are to show how Scout makes a good transition into her blended family with a stepfather and new brother, makes new friends in a completely different system, understands different religious and cultural belief systems, and defines a place for herself where she feels secure and confident about her future. As the first children's show actually filmed on location in an African animal reserve, "Scout's Safari" will expose the audience to factually accurate content about threats to the natural environment and preserving animal species in their natural habitats.

TRADING SPACES: BOYS VS. GIRLS Boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan. Each week a boy or girl will be given two days and \$5000 dollars to complete a renovation of their partners' "room." The space might be a bedroom, a recreation room, or a clubhouse, but the "designer" has to first show his or her knowledge of the other person's preferences, hobbies and lifestyle to come up with a good design. Next, the challenge of balancing the budget and figuring out the renovation process begins. Participants will learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they will find out if their knowledge and perception of their partner was on or off base.

DARCY'S WILD LIFE follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie star who was plucked out of a life of limos, movie premieres and world-class restaurants to live a "no frills" life in rural Idaho. Darcy's initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The educational goal of the program is for the main character, Darcy, to model the learning process in adjusting to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. This occurs as she adjusts to her new surroundings and a new group of friends who have totally different perspectives on life. Specific objectives are to show Darcy, with her Hollywood mentality, navigating her way through life on a farm and relating to people who have a different outlook on life. The viewer will also learn about the care and treatment of a variety of animals that live on farms or in the wild.

ENDURANCE is an engrossing program that shows the target audience succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. Each of the 12 competitive challenges is a metaphor for the challenges the target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

3rd Quarter:

TUTENSTEIN is a resurrected ten-year-old boy mummy who thinks that he is still King Tut-Ankh-en-Set-Amun, Pharaoh and ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show's educational content includes Egyptology and social-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the socio-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior. Cleo is usually the voice of reason for Tut, as she is the one who has to problem-solve their way out of each escapade they encounter.

TIME WARP TRIO consists of three curious boys – Fred, Sam and Joe – who are transported through time via a mysterious magic book that is presented to Joe by his magician uncle. “The Book” warps the boys backward or forward in time, before disappearing, to experience extraordinary adventures where they partake in the makings of history as they search for the magical book to return home. When the boys are warped into the future, they come face to face with their own great-granddaughters – Freddi, Samantha and Jodie – who have also inherited “The Book” over time. Through their time-travels, the six kids periodically bump into one another and help each other to locate “The Book” while outsmarting their adversaries so they can warp back home. The show embeds interesting historical facts in a way that blends action, adventure and fun that appeals to a young audience.

29 DOWN is the name of the small, chartered plane that carries a group of eleven across the South Pacific for an eco-camping class trip to the desert island of Micronesia. Before they can join the rest of the class for their eco-camping adventure, 29 DWN malfunctions and the pilot/camp counselor has to make an emergency crash landing on a remote island somewhere in the South Pacific. With nothing but their camping gear, a limited supply of resources, and each other, the group tries to come to grips with the situation that challenges them through intelligence and instinct. As they confront the false perceptions they have of themselves and one another, the group realizes that they must learn how to live and work together in order to survive. The show carries a powerful social-emotional message that draws upon the complexities of human behavior and social relationships in which adolescents struggle to define their roles in a social group while learning how to cooperate with one another as they grapple with the challenges that force them to gain awareness of themselves and the harsh reality that faces them.

Children's Programming Commercial Limitations:

The following is a list of the amount of commercials allowed into KOMU-TV children's programming. The programs are formatted so that additional commercial time cannot fall into the programs deemed educational and informational.

Wild About Animals	5:30
Jack Hanna's Animal Adventures	4:30
Critter Gitters	3:40

The NBC/Discovery Kids programs which are designated as educational and informational allow 1:00 of local advertising time. These programs are:

Croc Files
Jeff Corwin Unleashed
Scout's Safari
Trading Spaces: Boys vs. Girls
Darcy's Wild Life
Endurance

CERTIFICATION
CHILDREN'S PROGRAMMING

This is to certify that KOMU-TV, as a standard practice, formats all of its children's programming for children 16 and under, or for children 12 and under, including programs provided through the network (NBC) and syndicated programs acquired by KOMU-TV, so that all such programming fully complies with the statutory limits of commercial content.

Date: 7/7/05

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Programs designated for children 16 and under:

Croc Files
Jeff Corwin Unleashed
Scout's Safari
Trading Spaces: Boys vs. Girls
Darcy's Wild Life
Endurance
Wild About Animals
Critter Gitters
Jack Hanna's Animal Adventures